



Element Card Introduction

The following cards correspond to the activity in Lesson 1. To use these cards in the matching game presented in Lesson 1, print them out **single-sided** and cut around the dotted lines so that students may match image to definition.

You may use these cards for other activities of your choice. For example, flash cards, or to specify parameters of a game. To do so, print them out double-sided so that the picture and the text are back to back.

These Element Cards include:

- Component Cards
- Space Cards
- Mechanics Cards



Components

Avatar

The digital representation of a physical person in a virtual world or game.



Gamestar Element Card



Components

Enemy

An armed, opposing character that deals damage and has a variety of attack and movement patterns.



Gamestar Element Card



Components

Boss

Particularly large, strong or difficult armed, opposing character.



Gamestar Element Card



Components

Environment Block

A block that is used as a surface or a wall.



Gamestar Element Card



Components



Gamestar Element Card



Components



Gamestar Element Card



Components



Gamestar Element Card



Components



Gamestar Element Card



Components

Damage Block

A block that hurts avatars on contact and is used as a harmful surface or wall.



Gamestar Element Card



Components

Goal Block

When an active Goal Block is touched the game is won. In some games, however, the avatar sprite must meet conditions before the Goal Block is activated.



Gamestar Element Card



Components

Point

A small item the Avatar can collect to meet the win conditions of a game or improve their score



Gamestar Element Card



Components

Key

A key that can open locks of the same color.



Gamestar Element Card



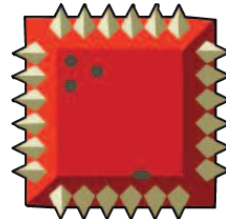
Components



Gamestar Element Card



Components



Gamestar Element Card



Components



Gamestar Element Card



Components



Gamestar Element Card



Components

Lock

A lock that can only be opened by keys of the same color.



Gamestar Element Card



Components

Timer

Counts seconds during gameplay. The player either needs to win before the time runs out or survive for a certain amount of time.



Gamestar Element Card



Components

Frag Counter

Counts the number of destroyed enemies and can be used as a goal.



Gamestar Element Card



Components

Score Keeper

Counts the number of points collected and can be used as a goal.



Gamestar Element Card



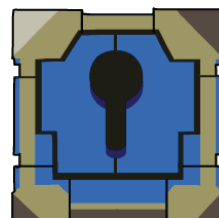
Components



Gamestar Element Card



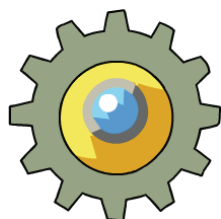
Components



Gamestar Element Card



Components



Gamestar Element Card



Components



Gamestar Element Card



Components

Health Meter

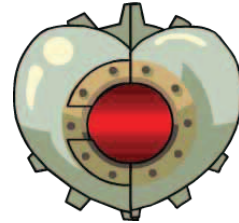
Controls Avatar health. The game is lost when health reaches zero.



Gamestar Element Card



Components



Gamestar Element Card



Mechanics

Jumping Mechanic

Avatars can jump onto blocks and over enemies.



Gamestar Element Card



Mechanics

Blasting Mechanic

Avatars can blast enemies.



Gamestar Element Card



Mechanics

Racing Mechanic

Avatars can have a very fast speed, and may seem to be racing.



Gamestar Element Card



Mechanics

Solving Mechanic

Players must solve puzzles in the game, such as finding the correct path or bringing the correct key to a lock.



Gamestar Element Card



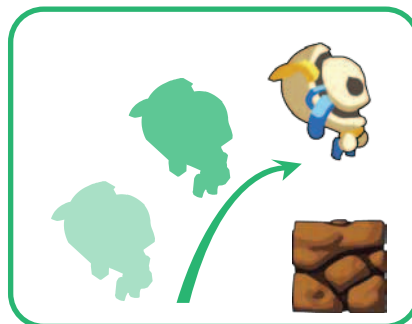
Mechanics



Gamestar Element Card



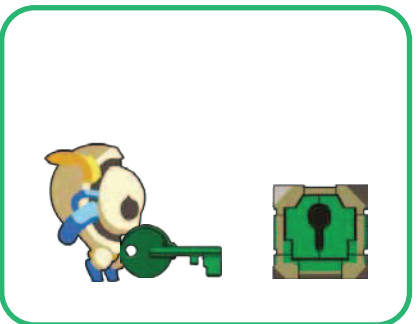
Mechanics



Gamestar Element Card



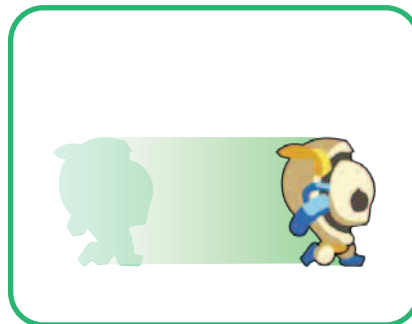
Mechanics



Gamestar Element Card



Mechanics



Gamestar Element Card



Mechanics

Exploring Mechanic

Avatars explore the environment usually in a maze or a big, scrolling space.



Gamestar Element Card



Mechanics

Walking Mechanic

Avatars have a slower speed.



Gamestar Element Card



Mechanics

Avoiding Mechanic

Avatars can hide and avoid enemies in parts of the game space.



Gamestar Element Card



Mechanics

Collecting Mechanic

Avatars collect or pick up points or other environmental items



Gamestar Element Card



Mechanics



Gamestar Element Card



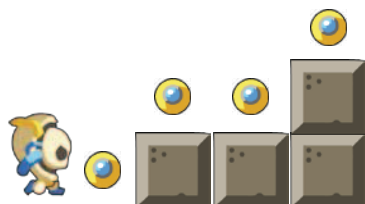
Mechanics



Gamestar Element Card



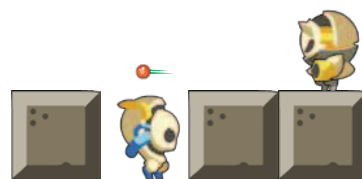
Mechanics



Gamestar Element Card



Mechanics



Gamestar Element Card



Space

Top-down Perspective

The game is presented in an overhead view, or bird's eye view, as if the player was seeing the game from above.



Gamestar Element Card



Space

Platformer Perspective

The view of the game is from the side. Here, the player can see sprites jumping.



Gamestar Element Card



Space

Bounded Space

The game space is closed on the sides so the sprites cannot leave or fall out of the screen.



Gamestar Element Card



Space

Unbounded Space

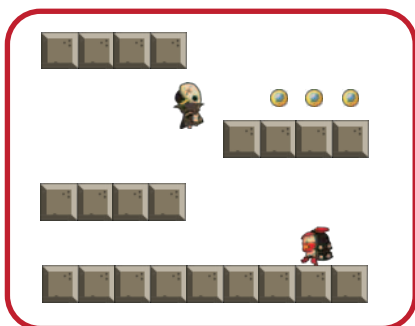
The game space is open so that sprites can leave or fall out of the screen.



Gamestar Element Card



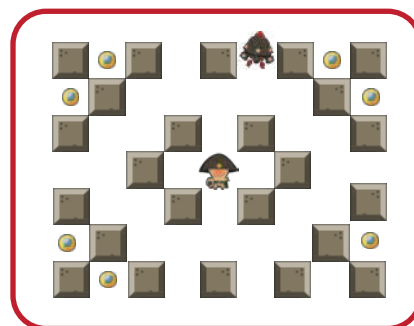
Space



Gamestar Element Card



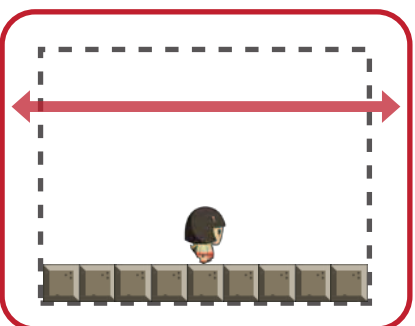
Space



Gamestar Element Card



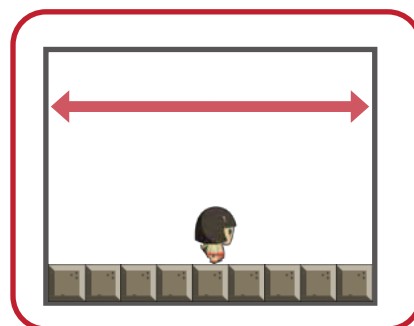
Space



Gamestar Element Card



Space



Gamestar Element Card



Space

Wraparound Space

The game space wraps around so that when sprites exit off one side of the screen, they appear on the opposite side.



Gamestar Element Card



Space

Scrolling Space

There are multiples screens in this game space so an Avatar can move horizontally or vertically through different environments.



Gamestar Element Card

